

1 **ABSTRACT**

2 A communications protocol is described that governs asynchronous
3 exchange of data between a high level animation system and a low level animation
4 system. The high level animation system has a variable, medium-frequency frame
5 rate and is optimized for interactivity. The low level animation system has a
6 constant, high frequency frame rate and is optimized for high refresh frame rate.
7 The communications protocol includes messages that can be sent by the high-level
8 animation system to the low-level animation system to designate an animation and
9 how the animation is to change over a specified period of time. As a result, the
10 low-level system can display the animation at the high refresh rate even if
11 animation data is not received from the high-level system for every frame.